Settlement Project Honors

This assignment is due November 29/30. This project is all about taking all the problems listed below and figuring out how you would like to set up a town that is able to grow and expand (for example going from a small town to a whole country). There are multiple components to your project:

1. List the rules, jobs, and main details this needs to be typed ( one inch margins, 12 pt font)
   1. Main Details
      1. Name:
      2. Religion: (If there is one)
      3. Main Philosophy:
      4. Main Leader:
   2. Jobs:
      1. List jobs here and what they do
   3. Rules and Punishments
      1. For example- No Stealing- Punishment Execution
2. You must have at least three paragraphs typed (double-spaced, one inch margins, 12 pt font) explaining why you made the choices you.
3. You also have to make a visual representation of your society this can be a detailed, neat, drawing that points out specific buildings or it can be a 3-d representation!!

Problems:

1. Little to No Water
2. You must set up the town to allow for growth
3. You need to figure out where will you get food to survive the first year
4. You need to get 5,000 people to survive the first winter
5. Settling too late in the year to farm
6. You have mountains on one side, and this is where the water is
7. You are in a desert climate
8. 10,000 people will come within the year and you need to help them survive their first winter.

Tasks

1. You need to name your settlement
2. Decide who is governing the people and what other jobs you need to fill to make the settlement successful
3. Decide the most important things to your settlement
4. You need to design the layout of your settlement, to help you think about what is most important to your settlement. What is most important should be places in a central and very accessible part of town.
5. You need to decide what rules are going to govern your society
6. You are going to also decide punishments for broken rules and who is going to administer punishments.